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**Shadow
World[®]
TITLES**

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We ship your order using the fastest, most economical method available. If your selections are currently in stock, we usually take 4-5 days to process your order. We will ship it UPS or US mail. Shipping time from Virginia to your part of the US will usually take 2-10 extra days.

*Titles, prices and availability
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1) **Complete an ICE Order Form.** Be sure to print your name, address, and daytime phone number legibly.

2) **Calculate the Sub Total** of your order (adding tax if you are a VA resident), then add the following shipping charge:

- **United States** orders of less than \$75.00 add **\$4.00**; orders of \$75.00 or more add **\$6.00**; orders of \$150.00 or more add **\$9.00**.

- **Canadian** orders of less than \$50.00 add **\$5.00**; orders of \$50.00 to 149.99 add **\$8.00**; orders of \$150.00 or more add **\$15.00**.

3) **Add** your shipping charge to the order's Sub Total to get your order's **Grand Total**.

4) **Try to Include Alternate Choices** with your order, as some items may be temporarily out of stock.

5) **Send your completed order form** with payment in US dollars (check, credit card, or money order—**no cash or COD**). Make checks/money orders payable to ICE. VISA and MASTERCARD orders (\$10.00 minimum) call (800) 325-0479 or FAX (804) 977-4811. VA residents, Canadians & overseas customers call (804) 295-4280. If possible, please make phone orders from 10AM-3PM, EST, Mon to Fri.

SUBSCRIPTIONS

Adventurer's Club™ Magazine

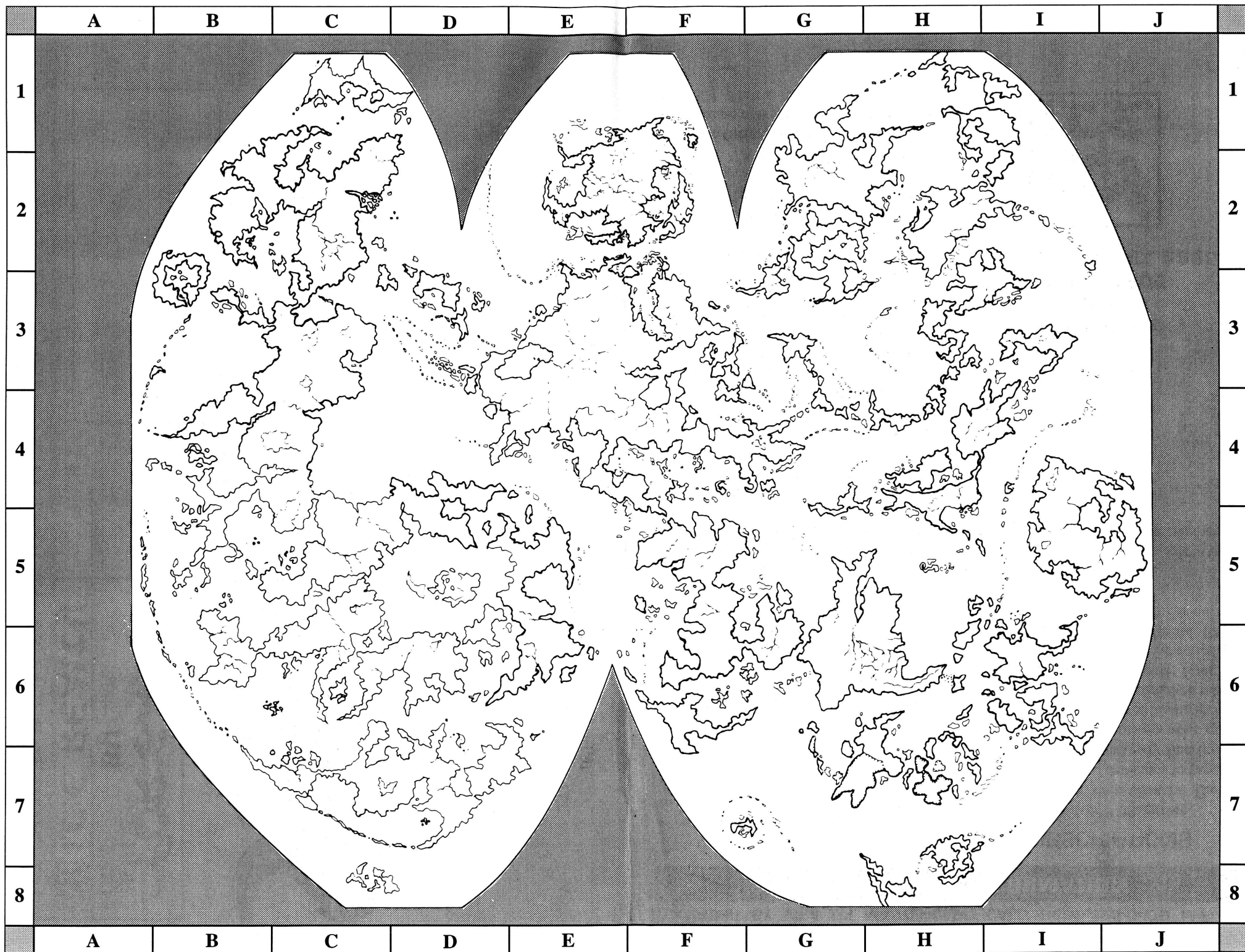
The magazine for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of *Hero Games*. The AC answers your questions and keeps you informed about upcoming releases. And there's a complete ready-to-play adventure in every issue! Look for the AC at better retail outlets. Subscriptions are US \$12.00 for four issues to the US or Canada; \$18.00 overseas. US funds only.

Grey Worlds™ Magazine

The Shadow World saga continues in Grey Worlds. The magazine for the Games of I.C.E.. Call for more info.

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For Sale Fantasy Gaming World

Kulthea: Shadow World™

Offer expires on 12/31/94

**8,600 miles Diameter
14 greater land masses
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**Essænce Flows
Navigators
Loremasters
Skyships
Good neighborhood
15 nearby planets**

**Get all of the available Shadow World supplements, the Shadow
World Novel and the Shadow World Atlas for \$96.00!**



Quellbourne, Land of the Silver Mist™

This site and kingdom has plenty of room for projects including an ancient city, wizard citadel, and more.
#6000

E-F,1-2

**Sorry,
SOLD**

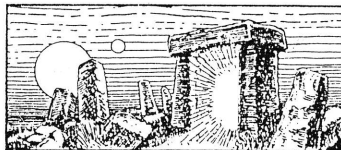


Journey to the Magic Isle™

Don't think of this one as a journey but as an adventure. This isle sits in a mist filled lake region, with black beaches and rich forests. This site even has it's own extinct volcano. Only reachable by ship. Call the Magic University for appointment.
#6002

E,5

\$6.00



Demons of the Burning Night™

The island of Aranmor is just south of Jaiman and contains many marvelous sites. The fallen empress Kadaena is rumored to have lived here centuries before. The ruined city of Tarek Nev still stands ready for use.
#6003

E,2

\$8.00



Tales of the Loremaster™

Located a thousand miles west of Emer, a rugged string of tropical islands, also known as Shinh Archipelago beckons to you to this fabled seaport. These exotic islands are home to sea turtles and "friendly" natives. Be welcomed to shore by the crews of ships that have made their home here.
#6004

D,3-4

\$4.00

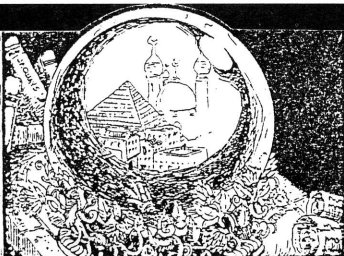


Star Crown Empire™

On the vast and rugged continent of Govon. G'thal, Star Crown Empire has stood for centuries harbor to a myriad of races, cultures and creatures. Visit the trading town of Borbinak and see Elves work to make your stay pleasant.
#6005

G-H,5-6

\$8.00



The Orgillion Horror™

Don't let the name scare you off. This ancient mansion is a great fixer-upper. It has stood centuries in this beautiful marsh land. May need some extermination work to deal with unwanted resident.
#6006

E-F,3-4

\$4.00



Kingdom of the Desert Jewel™

This kingdom set away from the constant rush of trade routes has remained unchanged for ages. The friendly people of Gethryra have built a great and orderly society. Explore forgotten cities and tombs. Visit the tortured mountains and burning desert. Sites that you'll not soon forget.
#6007

C,5

\$8.00

Rocko Luguso Financer

Do you have trouble getting the money up front, or just need a start to hit it big?

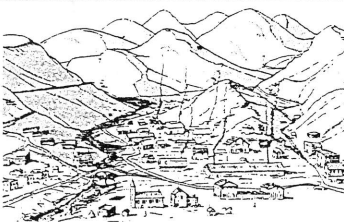
Come by our offices and get qualified for a loan in minutes.

We don't mind your prior history just come in and see us first.

Rosdell Hayman Weaver of Fine Furniture

Our furniture is made of the finest natural materials available. Hand woven with care to the top most standards.

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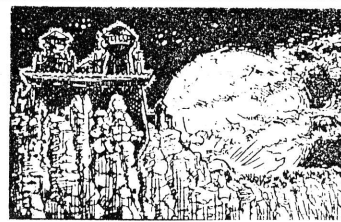


Tales of the Loremasters Book II™

With this one you get caverns, haunted desert ruins and a mountain town under siege. All this and more are yours with this second offering from the Tales of the Loremasters series.
#6008

E-F,1-2

\$4.00

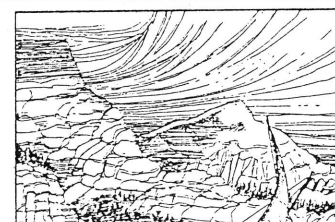


Cyclops Vale™

The mountain region of Peligris holds many a sight for those that wish to settle here. With lost lakes and mist covered towers, this is a wonderful project just waiting to be started. Buyers must make own agreement with 26-foot tall neighbor.
#6009

F,3-4

\$4.00



Jaiman, Land of Twilight

Though small and far north of Emer, Jaiman has stood at the center of the conflict between the Unlife and the Lords of Essence. Nowhere else in Kulthea are you likely to witness a sunsword-wielding Cloudlord astride his flying mount or encounter a wise Loremaster, advisor to Kings in Eras past.
#6010

E-F,1-2

\$10.00



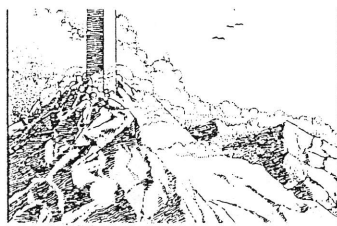
Islands of the Oracle™

These five Abarquan Islands have remained a peaceful and safe haven since the Third Era. Protected by their remote isolation the islands are the site of Mount Tatham, with its great palace and the port city of Abtaris and the metropolis of Kariska.

#6011

H,3

\$6.00



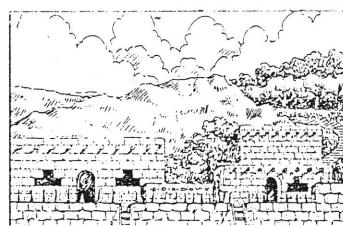
Sky Giants of the Brass Stair™

This citadel, made by a dwarven king in the Second Era, is set in the Garlon Mountains of northeastern Jaiman. With enough room to land a dragon, this hollow mountain keep is the best buy of Jaiman.

#6012

F,1

\$8.00



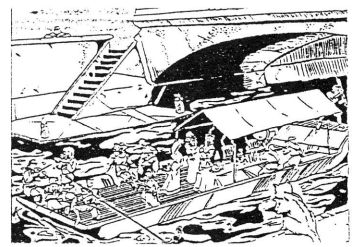
Nomads of the Nine Nations™

Outside the city of Batai this idyllic swamp region has much to offer. See the wonders of the sunken city of Ghagian, the 18,000 carved mountains, and Mount Baikal. Wonders to numerous to name them all. A must see.

#6013

C,6

\$8.00



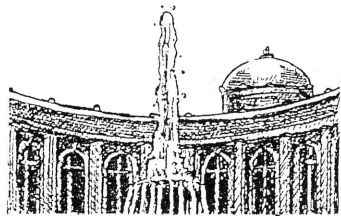
Norek™

This river-city is the cosmopolitan center of western Jaiman, with its nineteen elegant bridges that span the Alunn River. Wonderful eleven neighbors.

#6014

E,2

\$8.00



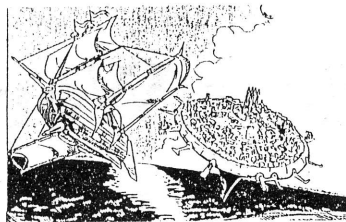
Gethæna, Underearth Emer™

These vast caverns contain the most unique features in all of Kulthea. Realms of bronze sands and silver grasses are yours for the taking. The maker of this realm really knew her stuff.

#6301

D-F,2-4

\$12.00



Eidolon, City in the Sky™

Eidolon floats in the sky above the northern coast of Emer. A beautiful marble and glass metropolis. Includes skyships for travel within the realm of Sel-kai.

#6300

F,3

\$15.00



Emer™

From Amazons to lush jungles, this atlas of the Great Continent has everything you need to know about the great lands of EMER. The sturdy cardboard box holds all the secrets of these lands.

#6100

D-G,2-5

\$20.00



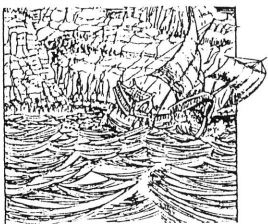
Shadow World Master Atlas™

How can you possibly live without this one, or hope to find the best places to visit. This large atlas includes color maps and detailed descriptions of the lands and its people. Along with narratives of the divine entities that rule over the people of the Shadow World.

#6050

All

\$20.00



StormRiders™

This Shadow World novel tells the spell-binding tale of three unwilling travelers in the lands of Kulthea. The forces of Light and the darkness of the the Un-life clash due to the actions of these travellers and the three must pay the price for their part.

#6301

D-F,2-4

\$3.50

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